TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID® 3

A HIDEO KOJIMA GAME

MATURE 17+
®
M
CONTENT RATED BY
ESRB

KONAMI

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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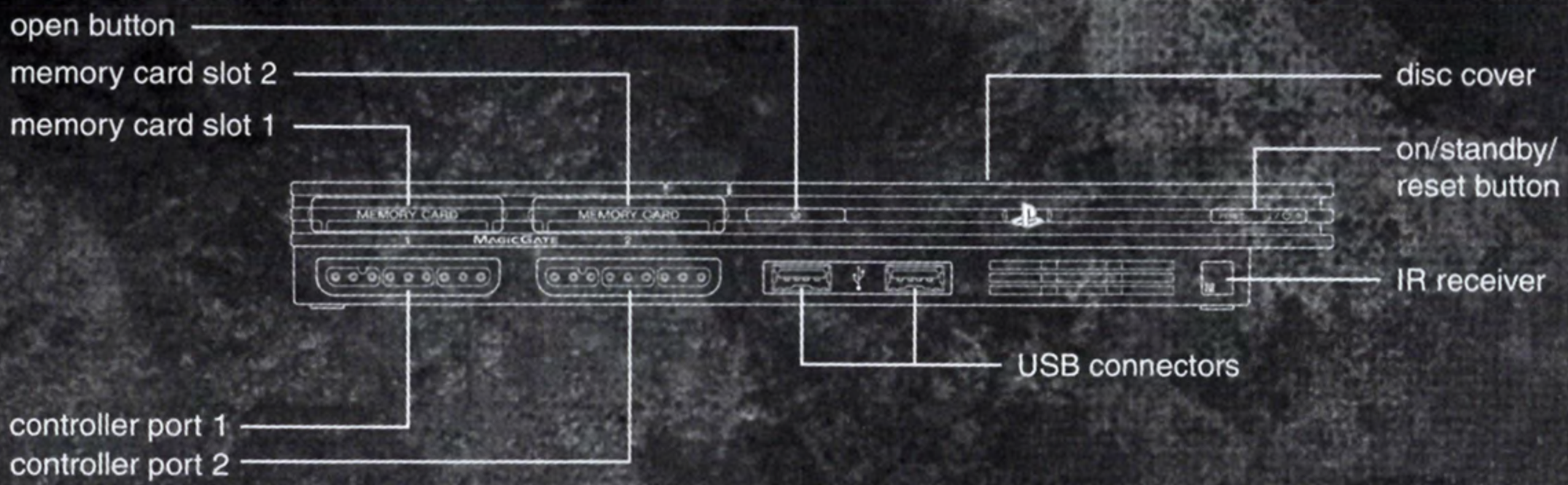
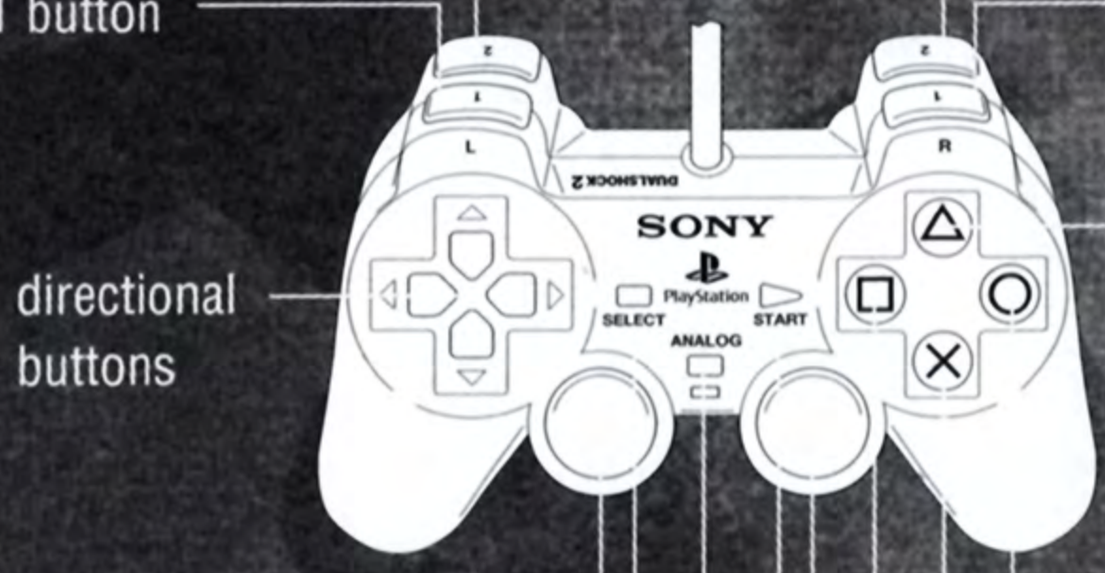
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the ***METAL GEAR SOLID®3*** disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



L2 button and R2 button simultaneously
Normal View: Stand on tiptoes

L2 button
Item Window button
Normal View: Select, equip, and unequip items
Corner/First Person View: Peek

L1 button
Aim button
When holding a weapon:
Lock in the direction the weapon is pointed
First Person View: Shoulder aim

Directional buttons
Normal View:
Move in Stalking mode
First Person View: Look around

Left analog stick
Normal View: Move around
First Person View: Look around

L3 button when pushed
When grabbing enemy:
Interrogate enemy

SELECT button
Enter Radio Mode.

START button
Enter the Survival Viewer.

× button
Crawl button, Cancel button
Switch stance between standing, crouching, and crawling.

△ button
Action button
Climb trees, Open lockers, go up/down ladders, climb onto platforms, hang, etc.

○ button
Punch button, CQC button, Enter button
Punch, use CQC, knock on walls (when pressed against one).

□ button
Weapon button
Use the currently equipped weapon.
When equipped with a knife:
Swing the knife. Press firmly to execute a thrust.

R1 button
First Person View button
Change Snake's view.

R2 button
Weapon Window button
Normal View: Select, equip and unequip weapons
Corner/First Person View: Peek

Right analog stick
Change camera angle.

R3 button when pushed
Revert the camera controls to the old-style fixed camera.
Press again to return to the free-camera style.

NOTE: *This game is for use only with the Dualshock®2 analog controller.*
When the game is launched, the controller will automatically enter analog mode (the LED will turn red). The vibration feature can be turned on and off using the "Options" menu.

INTRODUCTION

STEALTH GAME

Sneak in without being seen by the enemy

Metal Gear Solid 3 is a 3D action-adventure game that lets you experience the thrill of sneaking past the enemy without being seen. You play the role of Snake, who must infiltrate enemy territory and carry out a top-secret mission. If the enemy sees you, they'll call for reinforcements and things are bound to get rough. You'll want to avoid battle whenever possible.

Knowing how to survive in hostile territory will be crucial. In this mission, your top priority will be staying alive in a combat zone. Raid provisions warehouses to get supplies for maintaining stamina and treat wounds to keep Snake in fighting condition.

This game is a work of fiction. Any resemblance to actual persons or groups, living or dead, is purely coincidental.

THE STORY OF MGS3

In the aftermath of the Second World War, the world was torn in two between East and West.
It was the beginning of a new era - the Cold War.

October 16, 1962. The President of the United States received word that the Soviet Union had deployed nuclear missiles in Cuba. The world trembled in fear as the prospect of nuclear war loomed ever closer. After days of tense negotiations, the Soviets finally agreed on the 28th to withdraw their missiles from Cuban soil. With the resolution of this incident, later to be known as the Cuban Missile Crisis, it seemed that humanity had survived yet another threat to its existence.

However, there was a secret condition in the deal that put an end to the crisis. Nikolai Stepanovich Sokolov, a Soviet scientist who had defected to the West, was to be sent back to the Soviet Union. The U.S. government agreed to this stipulation, and returned Sokolov to his native land. Little did they know that Sokolov was to be the designer of a nightmarish weapon. Now, with Sokolov back in their hands, the Soviets are ready to resume its development. If this weapon is completed, it will mark the beginning of a new age of fear.

August 1964. Realizing at last the urgency of the situation, the CIA forms a plan to recapture Sokolov. They dispatch the covert FOX unit to Sokolov's research facility, located to the south of the great Soviet fortress of Groznyj Grad. Led by former SAS member Major Zero, FOX is a next-generation special-forces unit that operates both as a specialized combat group and as a covert intelligence outfit. The FOX unit's modus operandi is to send a single agent, backed by radio support from afar, into enemy territory to carry out solo sneaking missions.

August 24. A lone soldier swoops down from out of the blue. The man's code name is Naked Snake.

Player Character

Snake
A disciple of the legendary hero The Boss, he joined FOX after serving in the CIA and spending several years as a Green Beret. His code name for this mission is Naked Snake. Snake specializes in covert operations and is a seasoned combat veteran, proficient in all types of military equipment and weaponry. He is also a master of CQC (Close Quarters Combat), a close-range fighting technique he developed along with The Boss.

HOME

SHH-SHH

MMM
MMM
MMM
MMM

SHH-SHH

RIIIIP

SNAKE, DO YOU COPY?

UAAAAAR

IT SEEMS THE INFILTRATION WAS A SUCCESS.

I'VE SPOTTED AN ENEMY SOLDIER.

THIS IS A SNEAKING MISSION. PROCEED WHILE AVOIDING BATTLE OR DISCOVERY BY THE ENEMY.

VISIBILITY IS LOW IN THE JUNGLE, SO PAY CLOSE ATTENTION TO YOUR SURROUNDINGS.

SNAP

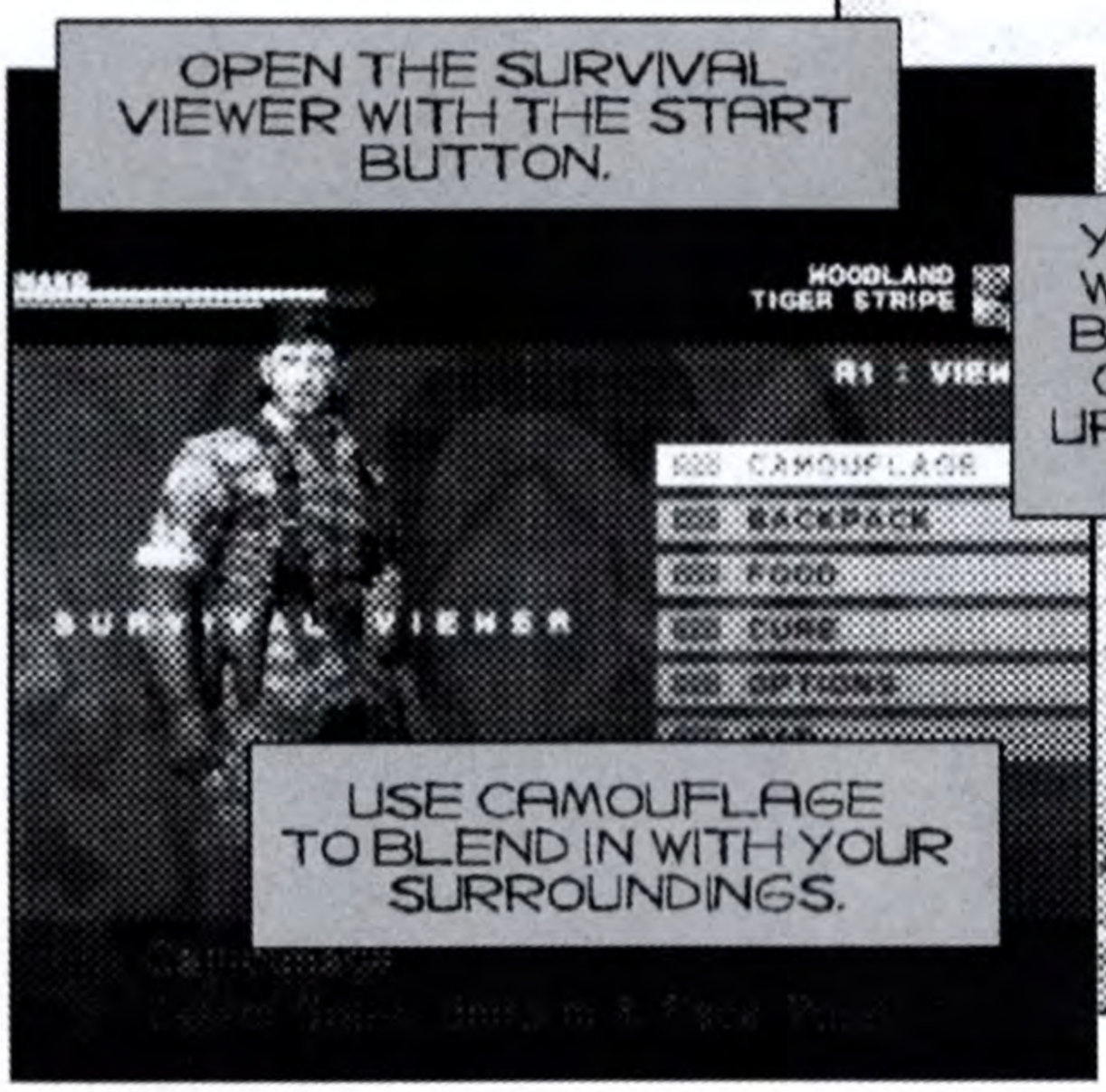
THE ENEMY WILL SOMETIMES BE WHERE YOU LEAST SUSPECT HIM.

USE NATURE TO YOUR ADVANTAGE, AND EXERCISE EXTREME CAUTION.

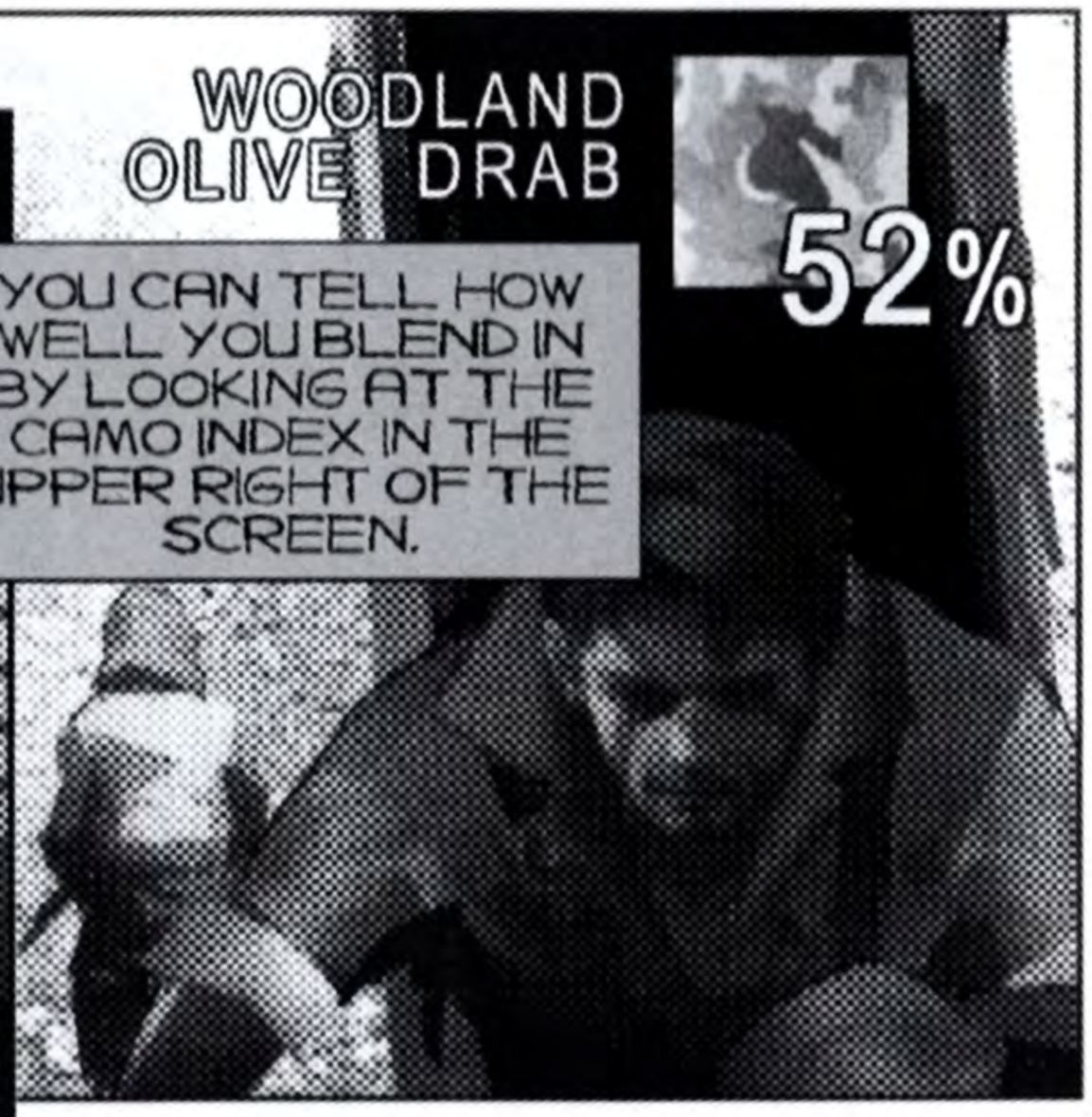
SWISH

SNAKE, YOU'RE NOT WEARING A SHIRT, ARE YOU?

OPEN THE SURVIVAL VIEWER WITH THE START BUTTON.

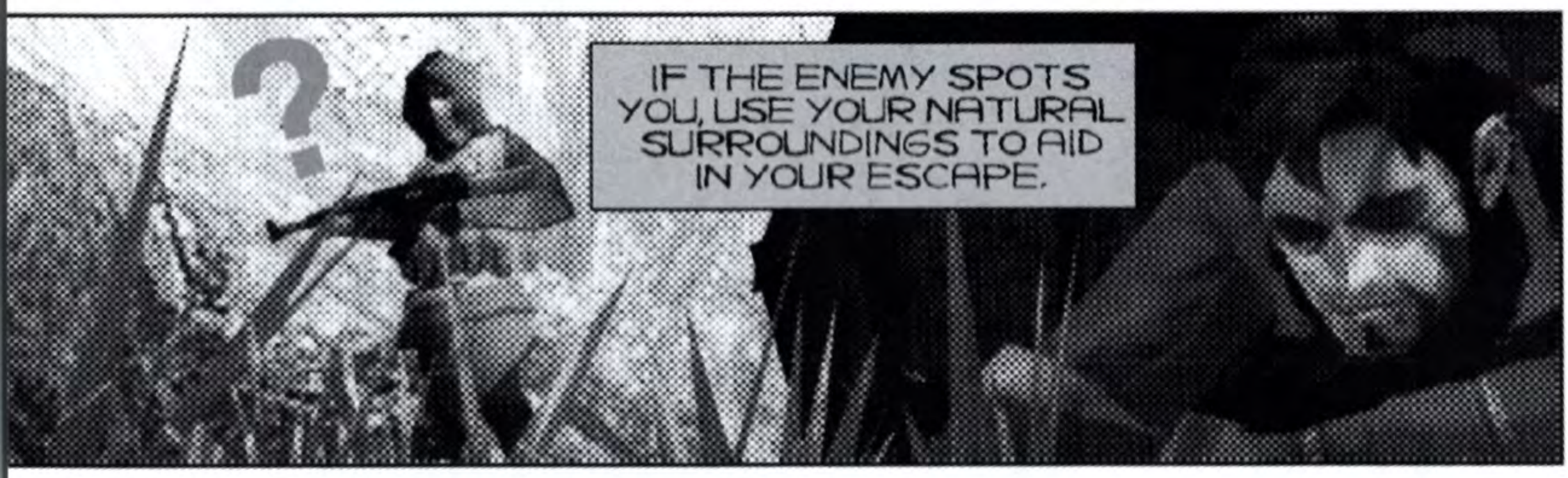


USE CAMOUFLAGE TO BLEND IN WITH YOUR SURROUNDINGS.



YOU CAN TELL HOW WELL YOU BLEND IN BY LOOKING AT THE CAMO INDEX IN THE UPPER RIGHT OF THE SCREEN.

IT'LL CHANGE DEPENDING ON YOUR POSITION AS WELL. IF YOU MOVE, IT'LL DROP CONSIDERABLY, SO EXERCISE CAUTION.



SNAKE

UNDERNEATH YOUR LIFE GAUGE IS THE **STAMINA GAUGE**. IT WILL HAVE A DIRECT EFFECT ON ALMOST EVERYTHING YOU DO.

IF IT STARTS TO DROP, EAT SOMETHING TO RAISE IT BACK UP.

THINGS LIKE **BIRDS**

FRUITS

SNAKES

AND **MUSHROOMS** CAN BE USED AS FOOD.

YOU CAN CAPTURE FOOD USING A WEAPON LIKE YOUR SURVIVAL KNIFE OR A GUN.

IF YOU LET YOUR STAMINA GAUGE DROP TOO FAR, YOUR LIFE RECOVERY WILL SLOW DOWN.

ALSO, YOUR HANDS WILL TREMBLE WHEN YOU'RE TRYING TO AIM A GUN, SO WATCH IT.

USE THE "TRANQUILIZER GUN" TO CAPTURE ANIMALS ALIVE.

THAT WAY THEY WON'T SPOIL ON ME.

EXACTLY.

YOU CAN USE "**POISONOUS SNAKES**" TO SCARE THE ENEMY.

RUNNING AROUND OR FIGHTING WILL DRAIN YOUR **STAMINA** GAUGE FASTER.

KEEP YOUR CONDITION IN MIND, AND KEEP OUT OF DANGER!

UNDERSTOOD.

OR "**POISONOUS MUSHROOMS**" TO WEAKEN THEM.

THERE ARE SOME TIMES WHEN FIGHTING IS UNAVOIDABLE.

AND THAT'S WHEN "CQC" COMES IN HANDY.

CQC?

"CLOSE QUARTERS COMBAT", A PROXIMITY FIGHTING TECHNIQUE.

YOU CAN THROW AN ENEMY YOU'RE GRABBING WITH THE "ACTION BUTTON."

GURGLE

YOU CAN ALSO HOLD THEM PRISONER

YOU CAN GRAB AN ENEMY AND USE HIM AS A HUMAN SHIELD.

OR SCARE THE HELL OUT OF HIM.

IF YOU'RE HURT IN BATTLE, HURRY UP AND USE THE "**SURVIVAL VIEWER**" TO CURE YOUR WOUNDS.

THE TREATMENT METHOD YOU NEED WILL DEPEND ON THE NATURE OF THE WOUND.

LIFE WILL RECOVER GRADUALLY WITH TIME.

A1

BUT IF YOU DON'T TREAT YOUR WOUNDS, IT WILL NEVER MAX OUT.

IF THE DAMAGE IS TOO EXTENSIVE, SAVE THE GAME AND QUIT FOR A WHILE.

THERE'S A LOT OF DANGER WAITING UP AHEAD.

KEEP FOCUSED AND COMPLETE THE MISSION!

AAH!

DELICIOUS!

TO BE CONTINUED

STARTING THE GAME

At the title screen, press the START button to bring up the title menu. Move the left analog stick up and down to select menu items and press the ◯ button to confirm.

NEW GAME: Start a new game from the beginning.
LOAD GAME: Load saved data and continue a previous game.
OPTIONS: Change various game options.
SPECIAL: Access special menu items.

NEW GAME
Select this option when playing the game for the first time. After selecting "NEW GAME," a questionnaire will appear. Choose the corresponding response for each question. Once the questionnaire is complete, a list of available levels of difficulty will be displayed.

VERY EASY: A very easy game. For beginners.
EASY: For players with little action gaming experience.
NORMAL: The standard level of difficulty.
HARD: For players with confidence in their gaming skills.
EXTREME: Available after completing the game once. For those who have mastered the game.
EUROPEAN EXTREME: If even one enemy spots Snake on this level, it's game over.

LOAD GAME
Choosing "LOAD GAME" from the title menu screen will bring up the Data Select screen. Select a data file to continue the game from the Continue Point at which the game was last saved.

GAME OVER / SAVE

Game Over (Time Paradox)
When Snake's LIFE Gauge reaches zero, the game is over.
Other conditions may also result in a Game Over, such as the death of certain characters, a partner's life gauge reaching zero, or Snake falling into an enemy trap. After the game ends, the Continue Select screen will appear.

CONTINUE
Continue the game from the last Continue Point reached before Game Over.
The game can be continued an unlimited number of times.

NOTE: Continue Point
This term refers to key points in the progress of the game, such as transitions between areas, just before boss battles, and before and after major events.

EXIT
Return to the title screen. Note that the game will not be saved.

Save
Saving the game before quitting will allow you to continue the game from where it left off. The game can be saved by contacting Para-Medic via radio.

Para-Medic (Save) 140.96

Saving the game records Snake's status at the last Continue Point reached.
To continue the game from where it was saved, select "LOAD GAME" from the main menu screen.
NOTE: At least 90KB of free space is needed to save game data.

OPTIONS

Change various game settings.

VIBRATION
Turn controller vibration on/off.

BLOOD
Turn blood effects on/off.

DOLBY PRO LOGIC II
Turn Dolby Pro Logic II sound on/off.

This game is presented in Dolby Pro Logic II. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may also need to select Dolby Pro Logic II from the audio options menu of the game.

CAPTIONS
Turn captions on/off.

OWN VIEW
Change the input type for the left analog stick in First Person View.
NORMAL: Moving the left analog stick up and down moves the camera in the same direction.
REVERSE: Moving the left analog stick up and down moves the camera in the opposite direction.

SCREEN ADJUSTMENT
Adjust the positioning of the screen.

BRIGHTNESS ADJUSTMENT
Display guidelines for adjusting the brightness on the television set.

EXIT
Go back to the title screen.

SPECIAL

Enjoy a variety of special features not included in the main game.

BASIC ACTIONS
View explanations of the controls for basic game actions, accompanied by movie demonstrations.

PHOTO ALBUM
View and change the names and colors (RGB values) of photos taken during the game. In order to take photos during the game, the camera item must first be found.

EXIT
Go back to the main menu.

SCREEN LAYOUT

EQUIPPED WEAPON: Displays the currently equipped weapon (See "Weapons and Equipment," p. 34). This is not displayed if nothing is equipped.

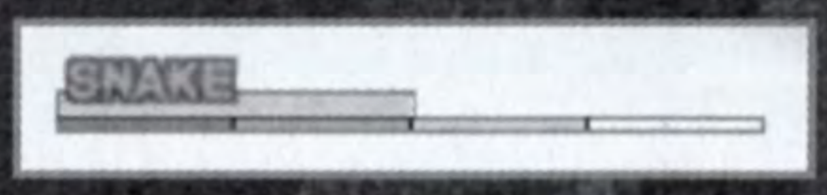
EQUIPPED ITEM: Displays the currently equipped item (See "Weapons and Equipment," p. 34). This is not displayed if nothing is equipped.

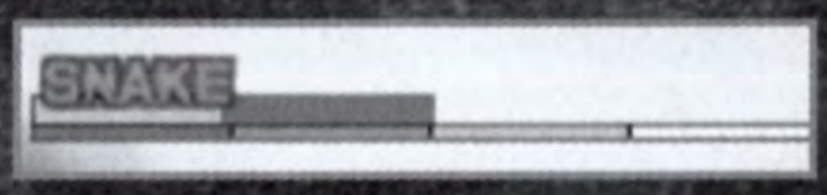
STAMINA GAUGE: The Stamina Gauge level affects Snake's status and how quickly LIFE recovers (see "Stamina," p.18).

LIFE GAUGE: If the LIFE Gauge drops to zero, the game is over.

LIFE GAUGE

If the LIFE Gauge drops to zero, the game is over. When Snake's LIFE is reduced by enemy attacks, hide and wait for it to recover naturally, save the game and take a break, or take some LIFE medicine.





RECOVERY
Snake's LIFE will recover naturally over time. However, the speed at which it recovers depends on how full the Stamina Gauge is. The higher Snake's stamina, the faster his LIFE will recover (See "Stamina," p. 18). LIFE will also recover more quickly when Snake is in a crouching or lying position.

WOUNDS
If Snake falls from a high place or is hit by a powerful attack, he will be wounded. When Snake is wounded, a red meter will be displayed in the LIFE Gauge. Select "CURE" from the Survival Viewer to treat the wounds (See "Cure," p. 33). Be aware that Snake's LIFE will not recover to its maximum when he is wounded.

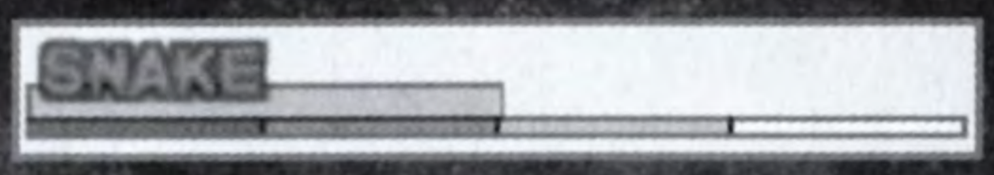
NOTE: Most wounds will heal naturally after a set period of time even if left untreated. However, certain types of wounds will not heal without treatment.

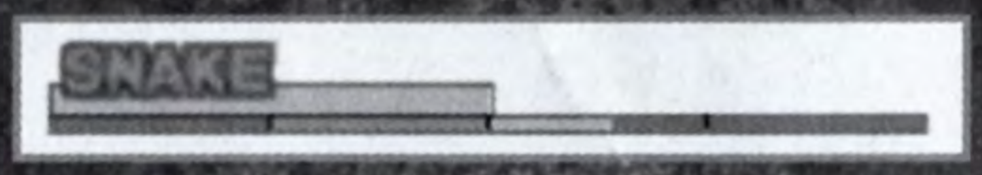
POISON/DISEASE
During the mission, Snake may be poisoned or become sick. Leaving poison untreated will cause the LIFE Gauge to decrease, while leaving colds or leeches untreated will drain the Stamina Gauge. Select "CURE" from the Survival Viewer to treat these conditions (See "Cure," p. 33).

REST
Saving the game and quitting for a while will give Snake a chance to get some rest. LIFE, wounds, and disease will all recover over time until the game is loaded again.

STAMINA

A low stamina gauge produces a variety of negative effects on Snake's performance. Keep an eye on the Stamina Gauge. If it starts to get low, eat some food to replenish it.





EFFECTS OF STAMINA ON SNAKE'S PERFORMANCE

Stamina	Low	High
LIFE Natural Recovery rate	Low	High
Hand Trembling when Holding a Gun (First Person View)	High	Low
O2 Gauge	Short	Long
Grip Gauge	Short	Long

EATING

In order to replenish his Stamina Gauge, Snake must eat. His food consists of the plants and animals he finds in the jungle as well as rations he acquires as items. To eat some food, select "FOOD" from the Survival Viewer (See "Food," p. 32).

GAUGE TYPES

BOSS BATTLES

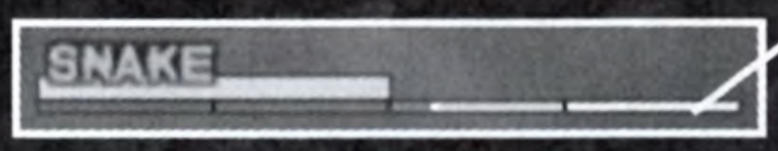
1. BOSS' LIFE GAUGE: Decreases when the boss takes damage from weapon attacks.

2. BOSS' STAMINA GAUGE: Decreases when the boss is hit by tranquilizer rounds or punches.

* Boss battles end when one of the two gauges (LIFE or Stamina) reaches zero.

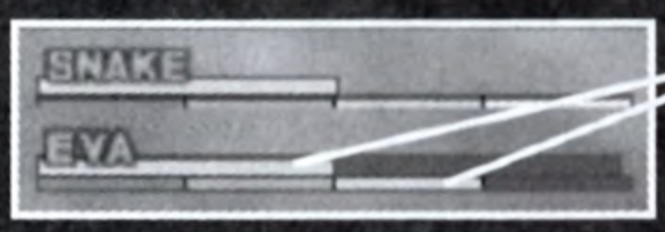
GRIP GAUGE

Displayed while hanging (See "Basic Controls: Movement," p. 21). When the Grip Gauge reaches zero, Snake will fall. The length of the Grip Gauge depends on how much stamina Snake has.



O2 [OXYGEN] GAUGE

Displays the amount of oxygen remaining while underwater. When the O2 Gauge reaches zero, the LIFE Gauge will start to decrease. The length of the O2 Gauge depends on how much stamina Snake has.



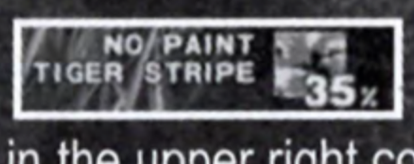
PARTNER LIFE/STAMINA GAUGES

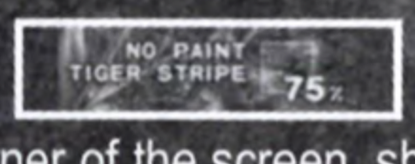
When someone is operating alongside Snake, that person's LIFE and Stamina Gauges will be displayed. If a partner's LIFE drops to zero, the game is over.

CAMOUFLAGE

Wearing camouflage allows Snake to blend in with his surroundings and avoid detection by the enemy. Use the "CAMOUFLAGE" option in the Survival Viewer to choose camouflage that matches the background of the operating environment, thus achieving a low profile. There are two types of camouflage, "UNIFORM" and "FACE". Be sure to use both types and choose the right camouflage pattern for each situation (See "Camouflage," p. 30).

The Camo Index





The Camo Index, located in the upper right corner of the screen, shows how well Snake blends in with his surroundings. The higher the Camo Index, the more effective Snake's camouflage is, and the harder it is for the enemy to spot him. No matter how effective Snake's camouflage is, the Camo Index drops sharply when he moves around. The Camo Index's level also changes depending on whether Snake is standing, crouching, or lying down.

High ⟷ Low		
Lying Down	Crouching	Standing
Motionless	Walking	Running

When the enemy is nearby, be sure to raise the Camo Index as high as possible by assuming a low-profile position and remaining still.

CAMERA VIEWS

There are four different types of camera views in "Metal Gear Solid 3." The use of different views in different situations adds to the suspense of Snake's sneaking mission. Learn the ins and outs of each camera view and use them to your advantage.

Overhead View

The default camera position is roughly an overhead view. Use the right analog stick to rotate the camera around Snake.

Corner View

Used when hiding and surveying the surrounding area. Pressing and holding the left analog stick (or directional button) towards a tree or wall causes Snake to press himself against that surface. The camera angle changes, allowing Snake to see behind obstacles. The camera can be pointed in different directions using the right analog stick. Press the L1 button or R1 button in this state to peek left or right and get a closer look at the situation. Be careful though - the enemy may spot Snake as he peeks out from around a corner.

First Person View

When in Normal View, press and hold the R1 button to switch the camera view to Snake's perspective.

The controls for First Person View are as follows:

Use the left analog stick (or directional button) to change the direction Snake is looking.

Press the L2 or R2 button to shift one step to the left or right.

Press the L2 and R2 buttons at the same time to stand on tiptoes. Standing on tiptoes is possible even in Intrusion View.

Snake cannot move around while in First Person View, but you can make him use the currently equipped weapon by pressing the ▢ button. First Person attacks are effective when aiming for enemy's vital spots and other precision targets. The input method for the left analog stick (or directional button) can be changed on the OPTIONS screen (See "Options," p. 16).

Intrusion View

When Snake crawls on his belly into a narrow space or a thicket of grass, the camera view will automatically switch to Snake's perspective. Use the left analog stick to move around as normal, and use the directional button to move without turning. To survey the surrounding area, press and hold the R1 button and use the left analog stick to move the camera around.

BASIC CONTROLS: MOVEMENT

Movement (Running/Walking)

Move in the direction the left analog stick is pressed. Press the left analog stick lightly to walk, and firmly to run. The sound of footsteps can alert nearby enemies to Snake's presence. Be careful when moving around near enemies or in areas where footsteps are loud.

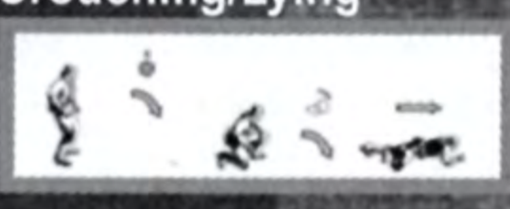
Movement (Stalking)

Use the directional button to move around by stalking. By stalking, Snake moves with extra caution. This reduces his movement speed and uses stamina, but eliminates footstep noise.

Movement in Swamps

In bottomless swamps, Snake's body will sink over time. If he sinks up to around his breast, he will become trapped in the muck and drown.

Crouching/Lying



Assuming a crouching or lying position allows Snake to hide from enemies behind low-lying obstacles.

Standing	→	Crouching	→	Standing
Tap ⊗ button quickly			Press ⊗ button	
	→	Lying	→	Crouching
Press and hold ⊗ button			Tap ⊗ button quickly	
			→	Standing
			Press and hold ⊗ button	

Press the left analog stick from a crouching or lying position to move by crawling. Crawling allows Snake to squeeze into narrow spaces such as holes and under tables.

Rolling

While running, press the ⊗ button to execute a rolling maneuver. Rolling allows Snake to jump over pits, clear waist-high obstacles, and move quickly from one hiding place to another. Enemy soldiers can also be knocked over by executing a roll into them. In addition, if Snake's body catches fire, he can put the flames out by rolling several times in a row. By keeping the ⊗ button pressed during a roll, Snake can go directly into a lying position after he finishes the roll.

Climbing over Obstacles

Snake can climb over obstacles of about waist height by pressing the △ button.

One-Handed Hanging

Weapons that can be handled with one hand, such as handguns, can be aimed and fired while hanging by pressing the □ button.

Hanging

Face a tree branch or railing and press the △ button to hang down from that object. While hanging, the Grip Gauge is displayed. When the gauge reaches zero, Snake will run out of strength and fall down.

Controls while Hanging

Left analog stick or L2/R2 button: Move left/right
△ button: Return to the top of the branch/inside of the railing
□ button: Aim/fire the currently equipped weapon (see "One-Handed Hanging" above)
⊗ button: Let go and drop down
L2 button + R2 button: Do a pull-up

Snake will take damage if he falls from a high place. Falling too far will result in a Game Over, so be careful when dropping down.

BASIC CONTROLS: LOOKING AROUND

Pressing against Surfaces

Snake can press himself against walls and other surfaces by facing the surface and pushing and holding the left analog stick. In certain locations, the camera will switch to Corner View (see "Camera Views," p. 20), making it easier to check Snake's surroundings. While pressed, use the L2 / R2 button to move along the surface. Moving while pressed against a wall can allow Snake to slip through spaces too narrow to walk through.

Peeking

When Snake is pressed against trees and walls and Corner View is active, press the L2 / R2 button to peek around the corner to the left or right. Peeking moves the camera and gives a better view of the surrounding area.

Making Noise

While pressed against a tree or wall, press the ◯ button to knock on the surface and make a noise. This technique can be used to lure enemy soldiers.

First Person View (Stepping Left/Right)

Pressing and holding the R1 button switches the camera to First Person View. Although Snake cannot move around in First Person View, he gains a wider view of his surroundings. The up/down input method for the left analog stick can be changed on the "OPTIONS" screen (See "Options," p. 16).

Controls in First Person View

L2 + R2 simultaneously:
Stand on tiptoes

Normal View
When Standing

L2 : Shift one step left

left analog stick/directional button: Control the camera angle

R2 : Shift one step right

Right Analog Stick Camera

On the normal game screen, the right analog stick can be used to control the camera angle.

To revert to the old-style fixed camera, press the R3 button (push down on the right analog stick) to lock the camera overhead.

To unlock the camera, press the R3 button again.

Using the Radio

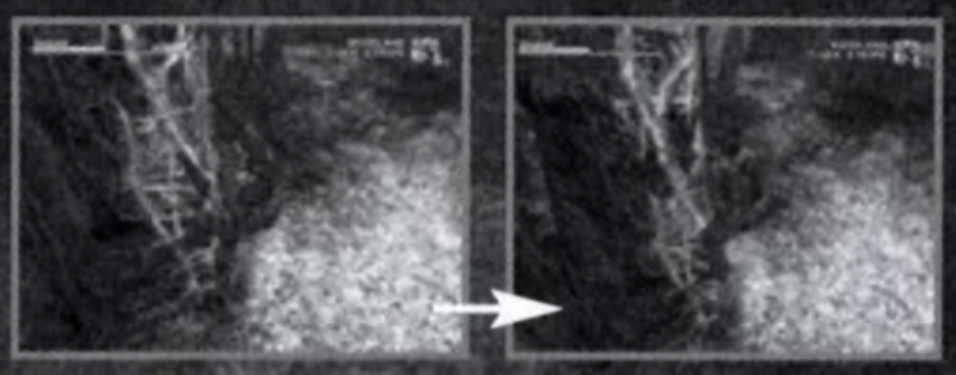
On the normal game screen, press the SELECT button to use the radio. Radio conversations can be a good source of information and advice when unsure where to go next or after acquiring new weapons and equipment (See "Radio," p. 29).

BASIC CONTROLS: ACTION BUTTON

Climbing up/down ladders

Stand in front or on top of a ladder and press the △ button to climb up or down. To get off, press the left analog stick down in the direction of the ladder. On some ladders, Snake can move up and down freely by pressing the left analog stick or directional button up and down.

Climbing up/down trees



Stand in front of a vine-covered tree and press the △ button to climb up the tree. To move from a branch to the trunk, stand next to the trunk, face it, and press the △ button.

Lockers

Stand in front of a locker door and press the △ button to open it. If Snake enters the locker and presses against the wall, he will close the door and hide inside the locker.

Press the △ button again to exit the locker.

BASIC CONTROLS: COMBAT

Engaging enemy soldiers in combat is dangerous and should be avoided whenever possible. However, there are situations in which combat is inevitable, such as when Snake must defeat enemy soldiers in order to escape.

Attacking with Weapons

Press the □ button to use the currently equipped weapon (See "Primary Weapons," p. 37 for detailed explanations on how to use each weapon).

Attacking in First Person View

Attacking in First Person View allows Snake to perform a variety of specialized actions. For example, he can target an enemy's vital spots, shoot down food in hard-to-reach places, or destroy enemy radios to prevent reinforcements.

Holding the R1 button down and pressing the □ button to attack in First Person View allows Snake to target specific locations for attack. Press the □ button to aim the weapon, and release the button to fire.

To lower the weapon without firing, release the □ button slowly. If no weapon is equipped, Snake will use hand-to-hand attacks such as punches.

NOTE: The button input for some weapons may be different from above.

Shoulder Firing/Scope Aiming

While in First Person View, pressing the Aim button (L1 button) allows Snake to aim more precisely with some weapons.

Assault rifles: The crosshairs move to the center of the screen.
Sniper rifles: Snake uses the scope to aim.

NOTE: Does not work with all weapons.

Hand-to-Hand Attacks

When equipped with certain weapons or bare handed, press the ○ button to throw punches and other hand-to-hand attacks. Press the ○ button repeatedly to create combo attacks, which finish with a kick that sends the enemy flying. If an enemy sustains enough hand-to-hand damage, he will be knocked out. If Snake has a weapon equipped, hand-to-hand attacks launched using the ○ button will do more damage than usual.

CQC (CLOSE QUARTERS COMBAT)

CQC is a close quarters combat technique used in proximity encounters with the enemy. After grabbing and capturing a nearby enemy, Snake can execute a variety of maneuvers – dealing damage to enemies, using them as human shields, or interrogating them for info.

Snake can only use CQC when he is unarmed or holding a weapon, such as the survival knife or a handgun, that leaves his right hand free to grab and pull the enemy toward him. Weapons that are compatible with CQC are designated with a "CQC" mark on the weapon icon.

Weapon icon (with CQC mark)
The key to CQC is getting close enough to the enemy without being detected. One way to do this is to sneak up from behind by stalking.

Direct Throw
Press the ◎ button next to an enemy while simultaneously moving the left analog stick. Snake throws the enemy as hard as he can. The thrown enemy will be knocked out instantly.

Grab
Press the ◎ button next to an enemy without moving the left analog stick. Snake grabs the enemy from behind in a chokehold and holds him prisoner. If the button is pressed too hard, Snake will finish the enemy off.

Interrogate
Press the L3 button (push down on the left analog stick) while holding an enemy prisoner. Snake threatens the enemy with his knife and interrogates him/her. Interrogated enemies can provide hints on strategy and other valuable information.

Shield
Press the □ button while holding an enemy prisoner. Snake uses the captured enemy as a human shield while pointing the currently equipped weapon at the other enemies.

Throw after Capture
Press the ◎ button while simultaneously moving the left analog stick. Snake throws the enemy to the ground.

Slit Throat
Press the ◎ button hard while holding an enemy prisoner. Snake slits the enemy's throat with his knife.

Choke/Snap Neck
Tap the ◎ button repeatedly while holding an enemy prisoner. Snake chokes the enemy to knock him out. Snake can also snap the enemy's neck by throttling him continuously.

Drag
Move the left analog stick while holding an enemy prisoner. Snake moves around with the enemy in his grip.

SPECIAL CONTROLS

Swimming
Snake can traverse watery areas by swimming.

In Shallow Water (waist deep)

⊗ button	Submerge (when Snake's head goes underwater, he will start swimming)
left analog stick + ⊗ button	Dive in

In Deep Water (too deep to stand)

△ button	Climb onto dry land (only if land is no more than about 2 feet above the water)
⊗ button	Submerge underwater
○ button	Swing torch (when torch is equipped)

Underwater

When Snake is underwater, the camera automatically switches to First Person View, and the control scheme changes. In addition, only certain weapons can be used underwater. When Snake goes underwater, weapons that cannot be used underwater are marked as "NO USE" and cannot be equipped.

left analog stick	Change direction
△ button	Quick surface button (pressing it repeatedly will make Snake swim toward the surface)
⊗ button	Move forward; press repeatedly to accelerate
○ button	Move forward; press repeatedly to accelerate
right analog stick	Change the camera angle Press the R3 button to fix the camera angle

NOTE: Snake will only move forward underwater while the ⊗ or ○ button is pressed.

Gun Replacement/Anti-Aircraft Cannons
If a gun emplacement or anti-aircraft cannon is not being used, Snake can take it over and use it to attack.

Sit/Get Up
Sit: Press the △ button when standing next to a gun emplacement or anti-aircraft cannon.
Get up: Press the △ button while sitting at a gun emplacement or anti-aircraft cannon.

Firing
Press the □ button while sitting in a gun emplacement or anti-aircraft cannon.
Use the Aim button (L1 button) for more precise firing.

Call Partner

When Snake is operating along with a partner, press the △ button to have Snake call his partner over to him.

Using Drums

Blowing Up Drums

The drums found throughout the game are filled with flammable liquid that explodes when shot with firearms. Any enemies standing near the drum will be caught up in the explosion.

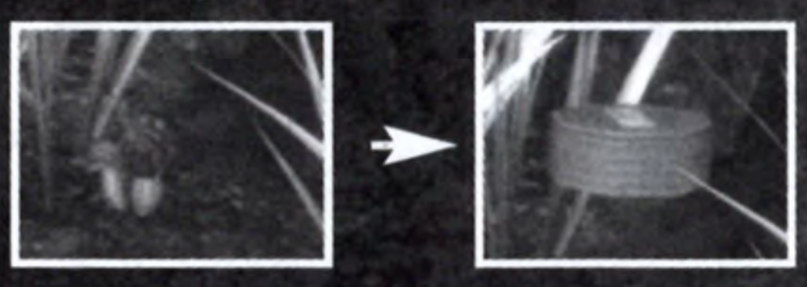
Rolling Drums

Stand next to a drum lying on its side and press the △ button to roll the drum. Any enemies in the path of the drum will be sent flying.

FOOD CAPTURE

To replenish the Stamina Gauge, Snake must find and catch food.
Snake can get food from plants and animals in the jungle as well as from enemy rations. The gathering and capturing of jungle plants and animals for food is called "food capture."

Capturing Plants and Animals



Plants and animals can be turned into food items by attacking them with hand-to-hand attacks (using the ◉ button) or weapon attacks (using the ▣ button). Rations collected can be viewed and eaten on the "FOOD" screen of the Survival Viewer (See "Food," p. 32).

The type of food an animal produces when captured depends on what type of attack is used.

Animals captured using knives or guns are stored as raw meat. Because of this, they will spoil after a certain period of time.

Animals captured live using tranquilizer guns and mousetraps are kept alive in cages and will not spoil. Snake can capture up to 3 live animals and store them in cages.

NOTE: Certain animals cannot be captured live, and some plants and animals cannot be used as food.

FOOD PROPERTIES

Snake's Tastes

Different types of food differ in quality – some taste good, others taste bad. How good a food item tastes can be gauged by Snake's reaction after ingesting it. The more delicious it is, the more the Stamina Gauge will be replenished. In some cases, even bad-tasting foods can become palatable if Snake eats them repeatedly and develops a taste for them.

Poisonous and Rotten Food

If Snake eats food that is poisonous or rotten, he will become ill. This condition can be cured by using the "CURE" option in the Survival Viewer to administer antidote or stomach medicine.

Other Types of Food

Some foods have additional effects besides replenishing the Stamina Gauge. When Snake finds a new type of food, there are many ways to find out what it does. He can be brave and just eat it, for example, or call Para-Medic on the radio for a description of its properties.

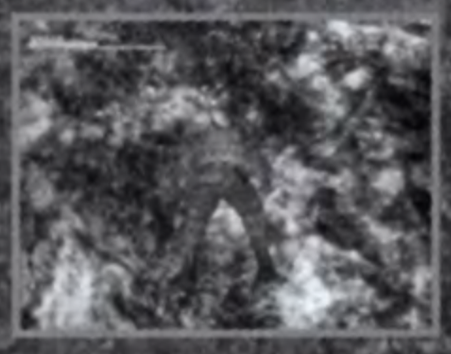
Using Food in Battle

Rotten and poisonous foods can be used to Snake's advantage in battle by getting enemies to eat them. Go to "WEAPON" on the "BACKPACK" screen to equip a food item as a weapon and press the ■ button to throw it.

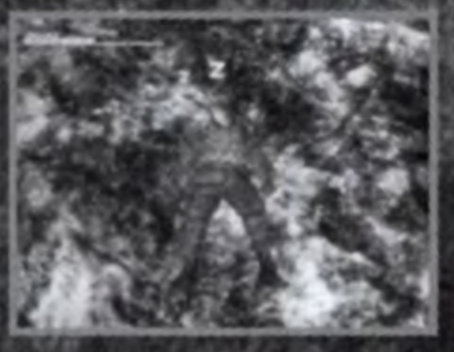
ENEMY STATUS

Normal Phase
Occurs when Snake has not been spotted by the enemy. In Normal Phase, enemy soldiers will usually patrol an assigned area (patrol route) and check for any disturbances. Some soldiers will stand in a fixed position and keep a lookout. Enemy soldiers have senses of sight and hearing. If they hear a noise or see something suspicious, they will leave their patrol route and investigate the area. If nothing unusual is found, the soldiers will return to their assigned patrol route.

Enemy soldiers have a number of different statuses, each represented by a different mark above the soldier's head.



Knocked Out

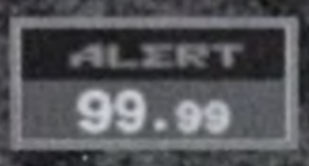


Asleep

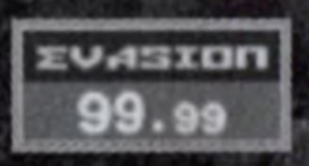
Noticed a strange sound/object

Spotted something

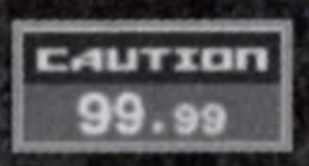
Suspicious



Alert Phase
Occurs when the enemy spots Snake. In Alert Phase, enemy soldiers will call their comrades on the radio and attack. To get out of Alert Phase, Snake must either escape from the enemy or defeat a certain number of them. Once Snake has escaped from the enemy's line of sight and the number in the Phase Gauge reaches zero, the game will switch to Evasion Phase.



Evasion Phase
Occurs when the enemy has lost sight of Snake and is actively searching the area for him. In this phase, Snake may be found while hiding in trees, in lockers, or under tables. Once the number in the Phase Gauge reaches zero, the game will switch to Caution Phase.

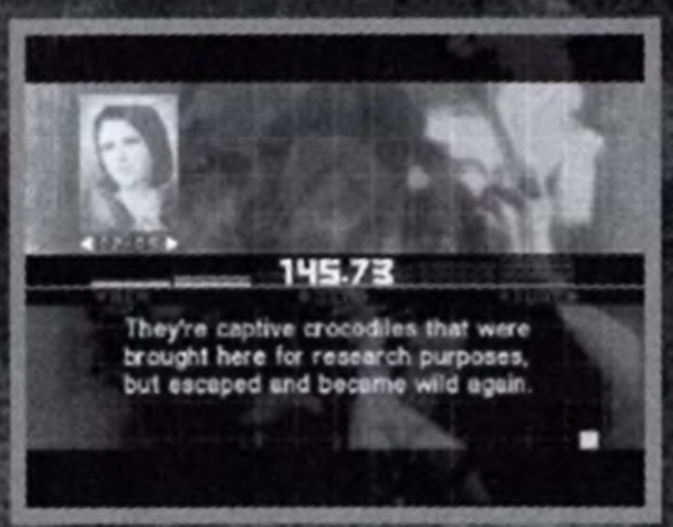


Caution Phase
In Caution Phase, enemy soldiers are more vigilant than usual in their patrols. In some locations, the number of soldiers on patrol may be increased. Once the number in the Phase Gauge reaches zero, the game will switch back to Normal Phase.

RADIO

On the normal game screen, press the SELECT button to enter Radio Mode. Radio Mode allows Snake to talk to a variety of support characters. Each of these specialists will provide Snake with valuable information such as tactical hints. If you become stuck or simply have something on your mind, use Radio Mode to give your comrades a call.

How to Use the Radio



1. On the normal game screen, press the SELECT button to enter Radio Mode.
2. Press left and right on the left analog stick or the directional button to adjust the frequency.
3. Press the ○ button to begin transmission. If an invalid frequency has been selected there will be no response. Even if a valid frequency has been selected, circumstances on the receiver's end may prevent them from responding.
4. Press either the SELECT button or the ✕ button when not engaged in conversation to exit Radio Mode.

Selecting a Contact from Memory

Pressing down on the left analog stick or directional button brings up the Memory Window, which displays a list of contacts Snake has called in the past. Use the left analog stick or the directional button to select the desired contact. Then, press the ○ button to confirm the selection and initiate contact.

When Snake receives a radio call from a contact, a white "CALL" sign will be displayed at the top of the screen. Press the SELECT button while the "CALL" sign is displayed to answer the CALL. CALLs are an important source of information that will aid Snake in completing his mission. Be sure to answer them whenever possible. If a CALL is especially urgent, a red "CALL" sign will be displayed, and Snake will automatically enter Radio Mode.

The game can be saved by contacting Para-Medic via the radio.

List of Frequencies

140.96	SAVE
Contact Para-Medic to save the game.	
145.73	Para-Medic
Provides Snake with medical advice and information on local plants and animals.	
141.80	The Boss
A good source of information on how to use weapons and equipment as well as survival techniques.	

NOTE: Other contacts will become available as the game progresses.

SURVIVAL VIEWER

Press the START button on the normal game screen to open the Survival Viewer. The Survival Viewer contains everything Snake needs to survive in the jungle. Use it to adjust settings, eat food, heal up, or view the map.

CAMOUFLAGE Camouflage Snake by changing his uniform and face paint.
BACKPACK Change the weapons and items Snake carries on him (see p. 31).
FOOD Eat food (see p. 32).
CURE Perform medical treatment (see p. 33).
OPTIONS Change game settings (see p. 16).
MAP View the map (see p. 34).

Note: Some items may not be available depending on the game progress.

CAMOUFLAGE

Camouflage is divided into two types: "UNIFORM" (clothing) and "FACE" (face paint). Use both of them to your advantage to make Snake indiscernible to the enemy.

Face Paint

Select "FACE" from the "CAMOUFLAGE" screen. Then, choose the desired pattern and press the ◎ button.

Changing Uniforms

Select "UNIFORM" from the "CAMOUFLAGE" screen. Then, select the desired uniform and press the ◎ button. The effectiveness of each face paint and uniform in a given environment is expressed as a number. This number shows how much Snake's camouflage will change compared to its current level. The higher the number, the greater the camouflage effect.

BACKPACK

Changing Weapons and Items

Newly acquired weapons and items will be stored in the backpack. To use them, Snake needs to take them out of his backpack and carry them with him. Open the "BACKPACK" window in the Survival Viewer to ready weapons and items for use. A list of currently equipped weapons and items will appear when the "BACKPACK" window is opened.

Changing Weapons

Select "WEAPON" from the "BACKPACK" screen. Then, choose the weapon for Snake and press the ◯ button. To put a weapon back in the backpack, choose the corresponding weapon and press the ◯ button. Up to 8 weapons can be taken out of the backpack at a time.

Changing Items

Select "ITEM" from the "BACKPACK" screen. Then, choose the item for Snake to carry and press the ◯ button. To put an item back in the backpack, choose the corresponding item and press the ◯ button. Snake can carry up to 7 items at a time.

NOTE: Returning equipment to the backpack

Open "ITEM" or "WEAPON" in the "BACKPACK" window. Then, hold down the corresponding window button (L2 or R2 button) and press the ◯ button to return the selected weapon/item to the backpack.

Weight

Each weapon and item has a certain weight. The heavier the total weight of the weapons and items Snake is carrying on him, the faster he will burn stamina. If Snake is running low on stamina or food, put items back into the backpack to conserve stamina.

FOOD

When the Stamina Gauge runs low, use the FOOD option to eat something.

Eating Food

Choose the desired food item from the "FOOD" window and select "EAT" to consume it.

Disposing of Food

Choose the desired food item from the "FOOD" window and select "DISPOSE" to throw it away.

Food Status

CAGE:TREE FROG Live Capture	Will not spoil.
TREE FROG Normal	Ready to eat.
TREE FROG Spoiling	There is a chance Snake will get sick if he eats this.
TREE FROG Spoiled	This will make Snake sick if he eats it.

Stamina Recovery

The amount of stamina recovered depends on the type of food eaten. Snake's reactions after eating serve as clues as to how much stamina he has recovered. Some types of food will go bad over time. Animals captured alive will not spoil, but Snake only has 3 cages for catching live prey.

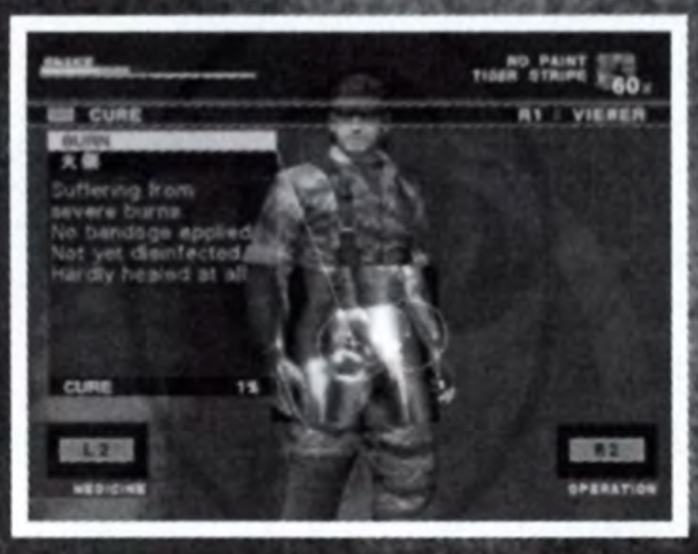
CURE

When Snake is attacked by the enemy or poisoned by plants or animals, he can recover faster by administering medical treatment. If Snake is wounded, the maximum value of the LIFE Gauge will decrease unless the wound is treated. Use the "CURE" option in the Survival Viewer to heal Snake if he is wounded or poisoned. When Snake recovers from a wound, his maximum LIFE Gauge will increase as well.

There are two types of treatment, medicinal and surgical. Each has its own specific uses in treating different types of injuries.

L2 : Medicinal treatment
Treat using medicine.
Used to cure poison, etc.

R2 : Surgical treatment
Treat exterior wounds such as gunshots.
Used to apply bandages, suture wounds shut, etc.



Treatment Process:
First, use the left analog stick to move the Treatment Cursor to the affected area. The type of ailment will appear when the Treatment Cursor is moved to the affected area. Next, press and hold the L2 button or R2 button, use the left analog stick to select medical items, and press the ○ button to confirm. The circle surrounding the affected area will shrink if the treatment was successful and will disappear entirely if the area is completely healed. Items used in treatment are consumed in the process (with the exception of the knife and cigar).

Be sure to keep a good supply of medical items so that treatment can be performed at any time. Enemies carry medical supplies as well, and Snake can acquire medical items from enemies by shaking down their bodies or holding them up.

VIEWER

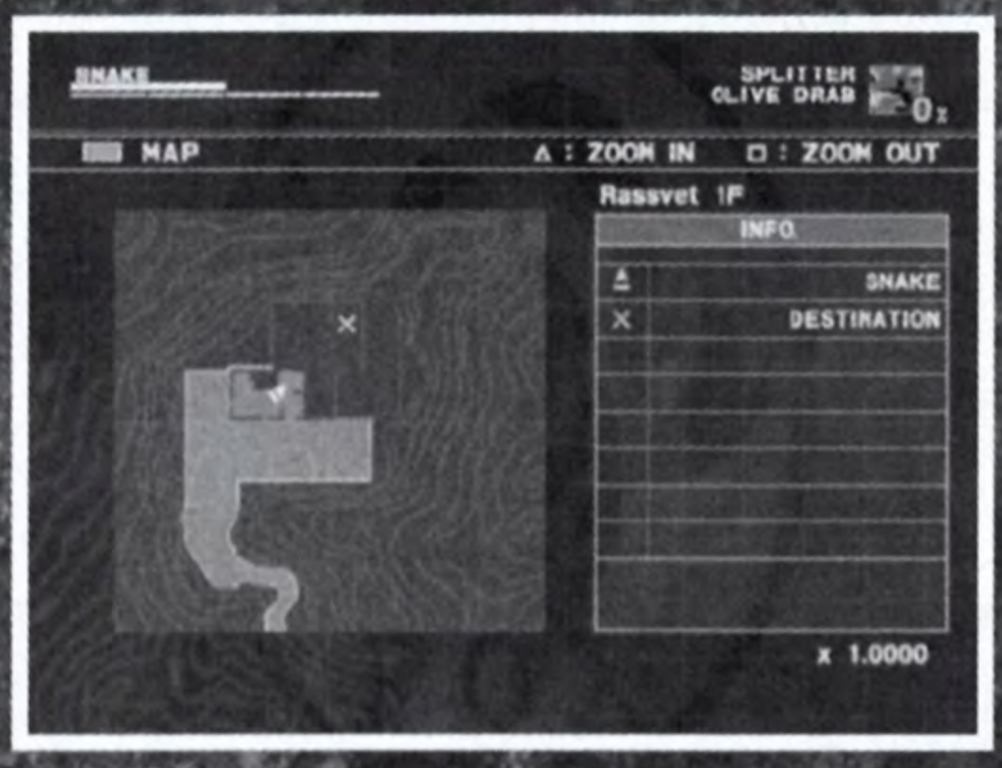
While in the "INDEX", "CAMOUFLAGE", "BACKPACK", or "CURE" windows in the Survival Viewer, press the R1 button to enter "VIEWER" mode, allowing you to view various information about Snake and his items.

left analog stick: Rotate the camera
right analog stick: Move the camera around
Adjust the X-ray position ("CURE" only)
L1 / L2 button: Increase/decrease the X-ray width ("CURE" only)
△/□ button: Zoom the camera in/out
R1 /✕ button: Return to the previous screen
R2 button: Display condition and history info

The following information can be viewed in "CURE":
MEDICAL HISTORY Displays a record of treatment performed so far.
FOOD HISTORY Displays a record of food eaten so far.
The relevant information for "CAMOUFLAGE" and "WEAPON" are available within their respective screens.

MAP

Select "MAP" from the Survival Viewer to display a map of the area Snake is currently in. The map displays useful information that can help Snake during the missions.



Pay attention to special symbols that may appear on the map. These symbols provide valuable information about Snake's surroundings.

- Snake's Position
- Enemy's Position
- Eva's Position
- Item Box
- TNT
- C3
- Claymore Mine
- Mousetrap (Empty)
- Mousetrap (Occupied)
- Destination Point

Directional button or left analog stick: Change the map display position
If an arrow is displayed at the edge of the map when the display position moves all the way to the edge, move the left analog stick in the direction of the arrow and press the ○ button to switch to a map of the neighboring area.
△/□ button: Zoom in/zoom out

R1 / R2 button: Switch the map between 1F and 2F view

NOTE: Information obtained by interrogating enemies (p. 24) may be incorporated into the map.

WEAPONS AND EQUIPMENT

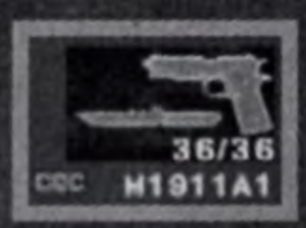
Acquiring Items

Snake can acquire items by picking up Item Boxes. The contents of an Item Box can be determined by checking the label or looking at the Item Box in First Person View.

Newly acquired items are stored in the backpack. Use the "BACKPACK" option in the Survival Viewer to take items out and ready them for use (See "Backpack," p. 31).

NOTE: Snake cannot pick up ammo for weapons he has not yet acquired. Find the corresponding weapon first before picking up the ammo.

The numbers displayed at the bottom of weapon and item icons indicate the number currently held/maximum capacity.



For guns and other firearms, the number of rounds left in the magazine is displayed at the bottom of the icon.

Equipping Weapons and Items

Pressing and holding the Weapon or Item Window button brings up the corresponding Equipment Window. Use the left analog stick or directional button to select a weapon or item and then release the Window button to equip it. To leave Snake with nothing equipped, either press and release the Window button quickly or select the "NONE" icon.
Weapon Window button: R2 button
Item Window button: L2 button

Using Items

Most items work just by having them equipped. Some, however, can be used immediately by holding the L2 button and pressing the ◯ button. Other items, such as the Active Sonar, can be used by pressing the L3 button.

Quick Change

To switch between having a weapon equipped and not having one equipped without opening the window, quickly press and release the Window button once. This is called a Quick Change.

WEAPON CHART

O=Supported
X=Not Supported

	CQC	Suppressor	Scope	Aim	Magnification	Firing Modes
Survival Knife	O	X	X	X	X	X
Easygun	O	X	X	O	X	X
Mk22	O	O	X	X	X	X
M1911A1	O	O	X	X	X	X
Single Action Army	X	X	X	O	X	X
Fork	O	X	X	X	X	X
Cigarette-Shaped Narcosis Gun	O	X	X	X	X	X
Knockout Handkerchief	O	X	X	X	X	X
Scorpion	X	X	X	X	X	O
XM16E1	X	O	X	O	X	O
AK-47	X	X	X	O	X	O
M63	X	X	X	X	X	X
M37	X	X	X	X	X	X
SVD	X	X	O	X	O	X
Mosin Nagant	X	X	O	X	O	X
RPG-7	X	X	O	X	X	X

SPECIAL WEAPON FEATURES

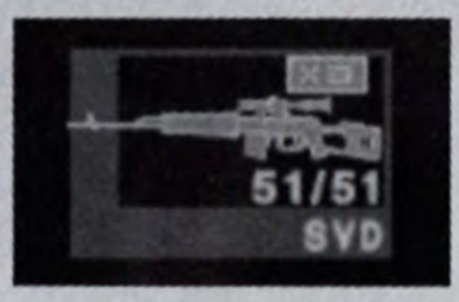
Some weapons are equipped with special functions.
Be sure to use the appropriate weapon for a given situation.

When the sound of gunfire will alert the enemy:

Attaching/removing a suppressor
Certain weapons can be equipped with a suppressor to stifle the sound of the gunshot. Press and hold the R2 button to open the Weapons Window and press the ○ button to attach a suppressor.

But be careful - the suppressor will deteriorate each time it is used. When the indicator shown at the top of the icon reaches zero, the suppressor will no longer silence the gun.

Sniper rifle magnification settings
The magnification on sniper rifle scopes can be adjusted. Higher magnification settings make far-off targets appear larger, making them easier to hit. Press the △ button with a rifle equipped to switch between different magnification settings.



Switching between semi-auto, full auto, and 3-shot burst
Some assault rifles feature multiple automatic firing modes. To get the most out of a rifle, use the best mode for each situation. To switch between firing modes on a rifle, press and hold the R2 button to open the Weapons Window, select the rifle, and press the △ button.

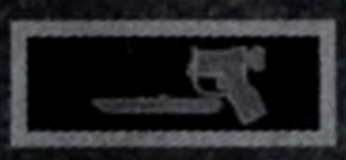
Semi-Auto |
Fires one shot at a time. Conserves ammo and allows Snake to aim and shoot one target at a time.

3-Shot Burst |||
Fires three round bursts. Maintains precision while also conserving ammo.

Full Auto |||||
Fires continuously as long as the □ button (Weapon button) is pressed. Effective at attacking multiple enemies at once, but accuracy is reduced.

Primary Weapons

Survival Knife (KNIFE): A knife. Can be used with CQC. Press the ■ button lightly to swing the knife; press harder to thrust.



Easygun (EZGUN): A tranquilizer gun for novices. Can be used with CQC. Equipped with suppressor function and laser pointer sight. Press the L1 button to zoom in/out. On "VERY EASY" difficulty only, just having it prevents the Camo Index from dropping sharply and speeds stamina recovery.

Mk22 (Mk22) -- Suppressed Mk22 (Mk22/SP): A handgun. Fires tranquilizer rounds. Can be used with CQC. Can be equipped with a suppressor. A one-shot reload tranquilizer gun.

M1911A1 (M1911A1) -- Suppressed M1911A1 (M1911A1/SP): A .45 caliber handgun. Can be used with CQC. Can be equipped with a suppressor.

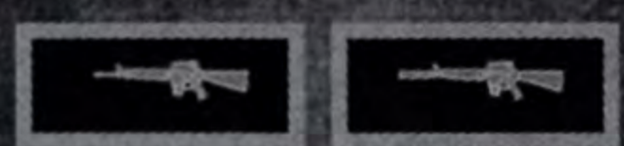
Single Action Army (SAA): A revolver. Takes some time to reload. Bullets ricochet when fired.

Fork (FORK): Used the same way as a knife. Can be used with CQC. Press the ■ button lightly to swing the fork; press harder to thrust.

Cigarette-Shaped Narcosis Gun (CIG SPRAY): A sleep gas spray disguised as a cigar. Can be used with CQC. Press once for a single spray. Must be reloaded after 5 sprays.

Knockout Handkerchief (HANDKER): A handkerchief soaked in anesthetic. Can be used with CQC. Press the ■ button to wave the handkerchief and spread the anesthetic around. Can be used to knock out enemies captured with CQC. The number of remaining uses goes down each time the ■ button is pressed or the handkerchief is used in CQC.

Scorpion (SCORPION): A small, hip-fired submachine gun. Equipped with laser pointer sight. Can be set for semi-auto or full-auto fire.



XM16E1 (XM16E1) -- Suppressed XM16E1 (XM16E1/SP): A rifle with auto-fire capability. Can be equipped with a suppressor. Can be set for semi-auto, 3-shot burst, or full-auto fire.

AK-47 (AK-47): An assault rifle. Press the L1 button to aim from the shoulder. Can be set for semi-auto or full-auto fire.

M63 (M63): A light machine gun. A hip-fired machine gun.

M37 (M37): A shotgun. Very powerful when used at close range.

SVD (SVD): A sniper rifle. Also known as the Dragunov. Automatically switches to First Person View when equipped. Effective in long-range attacks. Press the L1 button to look through the scope. Scope magnification can be set to 3X or 10X.

Mosin Nagant (MOSIN N): A sniper rifle that fires tranquilizer rounds. Automatically switches to First Person View when equipped. Press the L1 button to look through the scope. Scope magnification can be set to 3X or 10X.

RPG-7 (RPG-7): A rocket launcher. Automatically switches to First Person View when equipped. Press the L1 button to look through the scope. Extreme firepower, but takes a while to reload.

Grenade (GRENADE): A Russian-made anti-personnel fragmentation hand grenade. Press the ▣ button to ready the grenade and release to throw it. The distance thrown depends on how hard the ▣ button is pressed. The grenade detonates about 3 seconds after it is thrown.

White Phosphorus Grenade (WP G): An incendiary grenade. Upon detonation, bursts into flames and burns enemies in the surrounding area. Fires caused on the ground will continue to burn for a set period of time. Press the ▣ button to ready the grenade and release to throw it. The distance thrown depends on how hard the ▣ button is pressed. The grenade detonates about 3 seconds after it is thrown.

Stun Grenade (STUN G): A special flash-bang type grenade. Upon detonation, enemies in the immediate vicinity are knocked unconscious, while enemies further away are momentarily stunned. The length of the flash depends on the direction Snake is facing and the distance thrown. Press the ▣ button to ready the grenade and release to throw it. The distance thrown depends on how hard the ▣ button is pressed. The grenade detonates about 3 seconds after it is thrown.

Chaff Grenade (CHAFF G): An electronic disruption grenade. Disables electronic devices such as enemy radios, motion detectors and active sonar for a set period of time. Press the ▣ button to ready the grenade and release to throw it. The distance thrown depends on how hard the ▣ button is pressed. The grenade detonates about 3 seconds after it is thrown.

Smoke Grenade (SMOKE G): A smoke-producing grenade. Creates a smoke screen that blocks the enemy's vision and renders them unable to fight. If Snake is caught in the smoke screen, he will cough violently for a while. Press the ▣ button to ready the grenade and release to throw it. The distance thrown depends on how hard the ▣ button is pressed. The grenade detonates about 3 seconds after it is thrown.

TNT (TNT): A switch-operated bomb. After planting a bomb using the ▣ button, press the ◉ button to detonate it. Bombs can only be detonated when TNT is equipped.

Claymore (CLAYMORE): A directional mine. Press the ▣ button to plant. Detonates when an enemy soldier or Snake enters the trigger zone. Claymores can be picked up by crawling over them.

Torch (TORCH): Used for a variety of purposes – to light up an area, to attack, to start fires, or to fend off enemies. Press the ▣ button to light/extinguish the torch. It can also be used as a club. When lit, press the ◉ button repeatedly to shoo away bats and other pests. Press the ◉ button to swing the torch like a club. Touch and hold the lit end against an enemy to set the enemy on fire.

Magazine (MAGAZINE): An empty ammo magazine. Press the ▣ button to ready, and release to throw. The distance thrown depends on how hard the ▣ button is pressed. Can be used to make noise and divert the enemy's attention.

Book (BOOK): A book filled with sexy photos. Press the ▣ button to place it on the ground. Distracts enemies who come upon it.

Mousetrap (MOUSETRAP): A stationary trap for catching live prey. Press the ▣ button to set. Traps can be picked up by crawling over them. Trapped animals are turned into food items; the cheese serving as bait is used up.

Directional Microphone (MIC): A microphone tuned to listen in one direction. Automatically enters First Person View when equipped. Can pick up sounds coming from far away enemies and animals, even through walls.

Primary Equipment

Binoculars (SCOPE): A set of binoculars with adjustable magnification. Allow Snake to scout from a distance. Press the △/□ button to zoom in/out.

Camera (CAMERA): A camera for taking photos. Press the △/□ button to zoom in/out. Press the ○ button to snap a photo.

Thermal Goggles (THERM G): A passive infrared vision device. Allows Snake to see through terrain and view the locations of items, enemies, small animals, and traps. Uses up battery power when equipped.

Night Vision Goggles (NVG): A night-vision device that amplifies light. Makes even dark places seem bright. Exercise caution when equipping this item. Viewing a bright object with the night vision goggles burns an afterimage into the screen for a certain period of time. Uses up battery power while equipped.

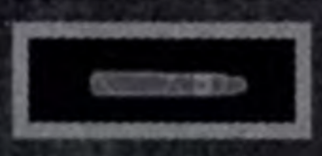
Anti-Personnel Sensor (AP SENSOR): A sensor that detects organic reactions in human beings. When equipped, warns of approaching enemies by vibrating. In First Person View, works only in the direction Snake is facing. Uses up battery power while equipped.

Motion Detector (MOTION D): A sensor that detects moving objects. When equipped, displays the positions of moving humans and animals on the radar in the upper right hand corner of the screen. Stationary objects are not displayed. Uses up battery power while equipped.

Active Sonar (SONAR): A sensor that uses sound waves to detect the positions of nearby humans and animals. When equipped, press the L3 button (push down on the left analog stick) to send out a ping. The positions of nearby humans and animals will appear briefly on the radar in the upper right hand corner of the screen. Since the sonar makes noise, nearby enemies may be alerted to Snake's presence. Exercise caution when using this item.

Mine Detector (MINE D): Detects Claymore mines. Makes a warning sound when a Claymore is nearby. Uses up battery power while equipped.

Key (KEY): A key to open a locked door. There are several different varieties.



Cigar (CIGAR): Snake's cigar. Lights up and produces smoke when equipped. Equipping the cigar causes Snake's LIFE Gauge to go down. Smoking can be hazardous to Snake's health.

Fake Death Pill (F.DEATH.P): A drug that produces a temporary state of fake death. Open the Item Window and press the ○ button to use.

Revival Pill (REVIVAL.P): The remedy for the fake death pill. Can only be used after taking the fake death pill. Can be used an unlimited number of times. Because the pill is located inside Snake's back tooth, it does not appear in the backpack.

Pentazemin (PENTAZEMIN): A drug that reduces hand trembling when using guns for a set period of time.

LIFE Medicine (LF MED): A medicine that restores LIFE. Open the Item Window and press the ○ button to use.

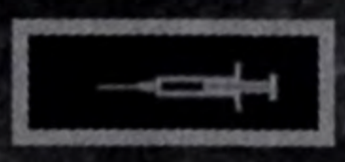
Bug Juice (BUG JUICE): A press-and-spray insect repellent. Open the Item Window and press the ○ button to spray it on Snake's body. Each use consumes one unit of spray.

Cardboard Box (C BOX): Equip to hide under a cardboard box and fool the enemy (this will not work sometimes based on the location). Snake can move around while equipped with the cardboard box. There are several varieties.

Crocodile Cap (CROC CAP): A cap resembling a crocodile. When Snake equips this and hides below the surface of the water, the enemy will not notice him.

NOTE: Some items use battery power. All of these items use the same battery; it recharges over time when not being used. The higher the Stamina Gauge, the faster the battery will recharge.

Medical Items
Medical items used in medicinal treatment



Serum (SERUM): Injected. Used to neutralize poison from snake bites.

Antidote (ANTIDOTE): Taken orally. Used to neutralize ingested poison.

Cold Medicine (C MED): Taken orally. Used to cure colds.

Stomach Medicine (S MED): Taken orally. Used to cure stomach aches.

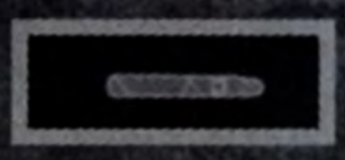
Medical items used in surgical treatment

Splint (SPLINT): Applied locally. A fastener used to treat broken bones.

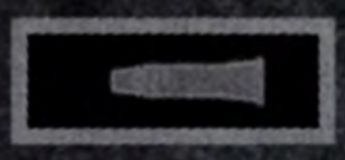
Suture Kit (SUTURE KIT): Applied locally. Used to sew up cuts.

Bandage (BANDAGE): Applied locally. Used to treat cuts, burns, gunshot wounds, and broken bones.

Survival Knife (KNIFE): Used to treat gunshot and bolt wounds. The knife is used to dig out the bullet/bolt. Can be used an unlimited number of times.



Cigar (CIGAR): Used to burn leeches off. Can be used an unlimited number of times.



Ointment (OINTMENT): Liniment. Used to treat burns.

Disinfectant (DISINFECT): Liniment. Used to treat cuts and gunshot wounds.

Styptic (STYPTIC): Applied locally. Stops bleeding. Used to treat cuts and gunshot wounds.

NOTE: Certain animals yield medical items when captured.

MGS3 SNEAKING MANUAL

Always answer CALLs
Radio CALLs are an important source of information. CALL messages usually contain explanations of game controls, gameplay hints, and other valuable information. CALLs accompanied by a red "CALL" sign are automatically answered, but you should also try to answer CALLs with a white "CALL" sign whenever they come up. In addition, if you become stuck or are unsure about something, do not hesitate to use the radio to ask your contacts for advice.

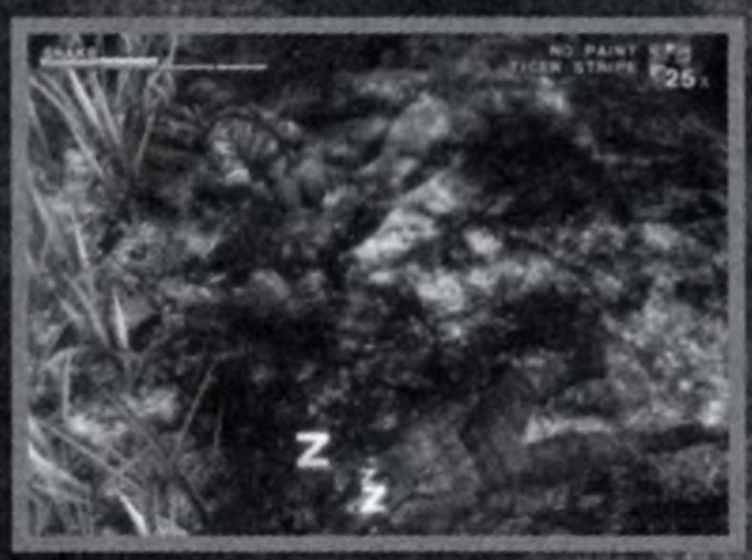
Avoid combat as much as possible
If the enemy sees Snake and initiates combat, they will call their comrades and attack. Even if Snake manages to win a one-vs.-many battle, he will likely suffer serious damage. To avoid being seen by the enemy, use caution and stay hidden as you proceed. Even if Snake is spotted by the enemy, he can still prevent the enemy from calling for reinforcements by destroying the enemy's radio, putting him to sleep, or swiftly taking him out. The key is not to panic, and to take immediate action.

Keep an eye on the Stamina Gauge
When Snake's Stamina Gauge is depleted, his abilities suffer. The LIFE Gauge recovers more slowly, and Snake's hands shake more when he handles a gun. Always keep the Stamina Gauge and Snake's food supply in mind. Scout each area carefully and capture the plants and animals you find to ensure that Snake always has the food he needs.

Procuring Items

In a sneaking mission, the weapons and equipment you need to survive are generally procure-on-site. Not all Item Boxes are found out in the open. Some are hidden inside hollow trees, in lockers, and under tables. Use First Person View to investigate suspicious-looking locations. Another good way to get items is by stealing them from enemies (See "Hold-Ups" and "Stealing Items," p. 42).

Use a tranquilizer gun to put enemies to sleep without fighting them



Tranquilizer guns can be used to put a target to sleep. By equipping a suppressor and launching a surprise attack, Snake can proceed without engaging in combat. The time it takes for a tranquilizer round to put a target to sleep depends on which part of the body is hit. To achieve the best results, use First Person View to aim for the enemy's head and heart. A "ZZZ" mark is displayed above the heads of sleeping enemy soldiers. The Zs will disappear one by one over time. When all the Zs disappear, the soldier will wake up.

ADVANCED TECHNIQUES

Hold Ups

By sneaking up on an enemy without being seen and pressing the ▣ button to aim his weapon, Snake can hold the enemy up at gunpoint. Aiming the weapon at an enemy's vital spots during a hold-up will sometimes cause the enemy to panic and give up items. Be careful, however - if Snake lets his guard down during a hold-up, the enemy will seize the opportunity and counterattack. Snake can also hold up an enemy by throwing him using CQC and then pointing a weapon at him while he is sprawled on the ground.

Stealing Items

Shaking down the bodies of unconscious, sleeping, or dead enemies causes them to drop Item Boxes. To shake down an enemy's body, unequip all weapons and quickly tap the ▣ button to pick up and drop the enemy body.

Tactical Reload

Snake is defenseless against attacks from enemy soldiers while he is reloading his gun. When a magazine starts to run low on ammo, Snake can change magazines in a split second by quickly pressing the R2 button twice. When using a weapon, always remember to keep an eye on the remaining ammo in the magazine.

Jumpout Shots

When Snake is pressed up against a tree or the corner of a hallway and the camera is in Corner View, equip a gun and press the ▣ button to jump out from around the corner and point the gun. This technique can be used to quickly move from a hiding position to an attack stance. In addition, grenade-type weapons can be thrown while peeking around a corner.

Hanging Catch

When one hanging point is located directly above another, Snake can drop down from the upper point and grab onto the lower point. Hang down from the upper point and press the ✕ button to let go. Then, as Snake is falling, press the △ button near the lower point. This technique is useful when Snake needs to get down to the lower point in a hurry.

Using Enemies as Human Shields

When Snake captures an enemy using CQC and turns toward other nearby enemies, those enemies will hesitate to attack out of fear of shooting their comrade. Take advantage of this opening to attack with impunity by pressing the ▣ button. This technique can be used to help Snake escape when he is surrounded. As long as the ▣ button or ◎ button is held, Snake will keep the enemy in his grasp for a set period of time.

Extracting Information from the Enemy

Capture an enemy using CQC and press the L3 button (push down on the left analog stick) to threaten the enemy with a knife and interrogate him. In addition to tactical hints and other useful info, some enemies will reveal secrets that cannot be learned anywhere else.

MAIN CHARACTERS

SNAKE

ZERO

THE BOSS

PARA-MEDIC

EVA

SOKOLOV

OCELOT

VOLGIN

SIGINT

THE END

THE FEAR

THE FURY

THE PAIN

THE SORROW

MGS3 TIMELINE

1939	August	Albert Einstein writes a letter to President Franklin Roosevelt urging the development of an atomic bomb.
	September	German army invades Poland, setting off World War II.
	November	Soviet army invades Finland (the Winter War).
1941	June	German army launches a surprise attack against the Soviet Union (Operation Barbarossa).
	July	British army's SAS (Special Air Service) formed.
	December	Japanese navy attacks Pearl Harbor.
1942	August	U.S. army's research division begins development of the atomic bomb (the Manhattan Project). Otacon's grandfather participates.
	September	Siege of Stalingrad (now Volgograd) begins.
	--	In the midst of World War II, The Boss forms the Cobra Unit.
	December	Physicist Enrico Fermi succeeds in splitting an atom inside a nuclear reactor.
1943	January	Soviet army emerges victorious in the battle of Stalingrad.
1944	June	Allies land at Normandy (D-Day). V-1 rockets fall on London.
1945	July	First atomic test in history takes place at Los Alamos, New Mexico in the United States.
	August	Atomic bombs dropped on Hiroshima and Nagasaki. Otacon's father born. World War II ends.
	September	The Democratic Republic of Vietnam declares independence.
1946	February	ENIAC, the world's first computer, completed.
1947	September	CIA (U.S. Central Intelligence Agency) established.
	October	Pilot Chuck Yeager breaks the sound barrier in the Bell X1.
	--	The Boss disbands the Cobra unit.
1949	April	NATO (North Atlantic Treaty Organization) established.
	May	Germany split into East and West.
	June	British author George Orwell publishes *1984*.
	August	U.S.S.R. tests its first atomic bomb at Semipalatinsk, Kazakhstan, becoming the world's second nuclear power.
	October	People's Republic of China founded.
1950	June	Outbreak of Korean War (lasts until July 1953). Snake becomes The Boss's disciple.
1951	November	"Buster Dog" atomic test conducted at Area 7 in Nevada, with Army troops participating.
1952	November	U.S. establishes the NSA (National Security Agency).
1953	April	Watson and Crick discover the double-helix structure of DNA.
	August	Nikita Khrushchev becomes First Secretary of the Soviet Communist Party.

1954	January	Secretary of State John Foster Dulles announces the New Look policy (the so-called "massive retaliation strategy"). U.S. Navy launches the world's first nuclear submarine, the USS Nautilus.
	February	Hydrogen bomb tested on Bikini Atoll.
	March	KGB (Soviet Commission for State Security) formed.
	May	French garrison of Dien Bien Phu falls, signaling the victory of the Viet Minh. France pulls out of Indochina.
	November	Japanese movie *Godzilla* released.
1955	April	Albert Einstein dies, pleading for an end to nuclear weapons.
1957	August	U.S.S.R. successfully launches an intercontinental ballistic missile (ICBM).
	October	Soviet Union succeeds in launching the world's first artificial satellite, Sputnik, into orbit (the Sputnik Shock).
1958	January	U.S. launches its first artificial satellite, Explorer 1.
	October	NASA (U.S. National Aeronautics and Space Administration) begins operation.
1959	January	Cuban Revolution.
	October	Luna 3 moon rocket photographs the dark side of the moon.
	--	University of Minnesota professor Mordecai Roshwald publishes the novel *Level 7*.
	December	American movie *On the Beach* released.
1960	May	American U2 spy plane violates Soviet airspace and is shot down over the Ural Mountains. Soviet Premier Nikita Khrushchev announces missile aid to Cuba. South Vietnamese National Liberation Front (NLF) forms.
1961	January	John F. Kennedy assumes office as the 35th President of the United States.
	February	U.S. conducts first test of Minutemen intercontinental ballistic missile.
	April	U.S.S.R. launches Vostok 1, the first manned spacecraft in history, piloted by Yuri Gagarin.
	May	Alan Shepard becomes first American in rocket flight aboard the Redstone Rocket.
	August	Construction begins on the Berlin Wall in Germany. American movie *The Guns of Navarone* released.
	September	U.S. 5th Special Forces Group, the "Green Berets" activated.
	October	U.S.S.R. conducts its first atomic test in space above Russia. Japanese movie *Last War* released.
	December	U.S. President John F. Kennedy announces increase in military assistance to South Vietnam.
	--	Harry Gregson-Williams born.
1962	January	Navy SEALS formed.
	February	U.S. achieves its first manned space flight with the launch of Friendship 7.
	October	American U2 spy planes confirm presence of Soviet missiles in Cuba, precipitating the Cuban Missile Crisis. Sokolov sent back to U.S.S.R.
	December	U.S. Mars rocket Mariner 2 approaches Mars and begins sending back survey data.
	--	U.S. begins producing "Davy Crockett" portable nuclear missiles.
	July	Kyle Cooper born.

1963	February	U.S. and U.S.S.R. sign Hotline Agreement, establishing a direct telephone hotline between the American and Soviet leaders.
	June	British spy James Bond makes his first movie appearance in "*Doctor No.*"
	August	U.S., U.K., and U.S.S.R. sign the Partial Test Ban Treaty (PTBT) in the Kremlin (banning atmospheric, space-based, and underwater testing of nuclear weapons).
		Movie *The Great Escape* released.
	--	Hideo Kojima born.
	November	U.S. President John F. Kennedy assassinated. Lyndon B. Johnson becomes President.
	--	John le Carre publishes *The Spy Who Came in from the Cold.*

Deaths from Vietnam War in 1963

South Vietnamese army: 8,100. NLF: 20,600. U.S. military: 78.

Late 1963

10,000 U.S. military advisers stationed in Vietnam.
100,000 South Vietnamese civilians serving U.S. military.

1964	April	James Bond movie *From Russia with Love* released.
	July	U.S. President Lyndon Johnson signs the Civil Rights Act into law.
	August	Gulf of Tonkin incident.
		Snake sent to Tselinoyarsk to rescue Sokolov.
	September	First test flight of XB70, a heavy bomber capable of Mach 3.
	October	Tokyo Olympics held.
		U.S.S.R. sends 3 cosmonauts into space aboard the Voskhod 1.
	December	Motosada Mori born.

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